

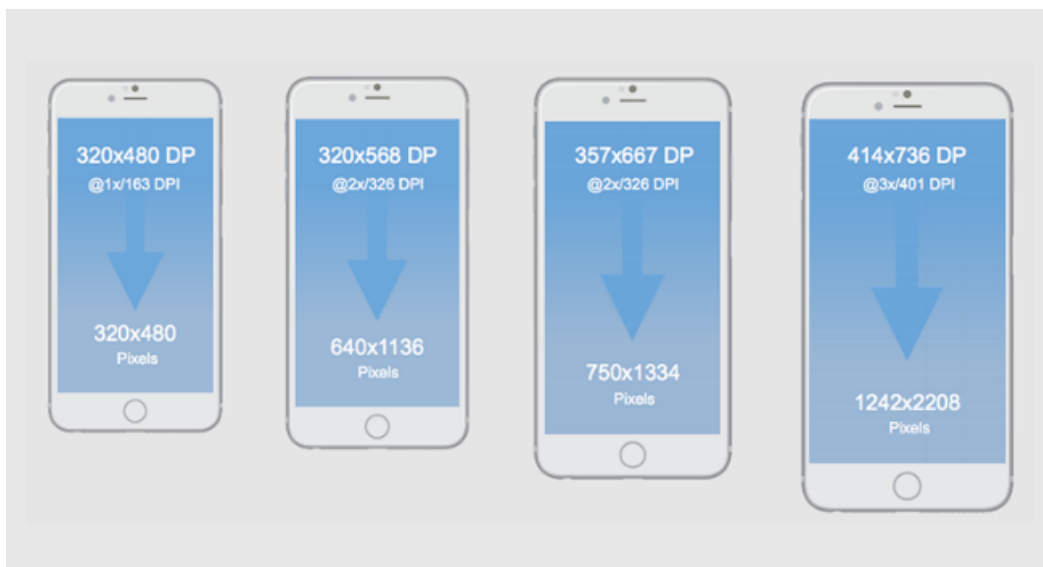
Task 2

Design Brief

The target device (incl. screen resolution, input methods)

The game I am creating is called 'Splash'. Where the user will have to dodge enemies and gather new ones.

This game is aimed as a mobile application, where the minimum size of the screen shall be 357 * 667 DP (750 * 1337 pixels) up to 414 * 736 DP (1242 * 2208 Pixels)



This game shall not be expandable for a tablet, which as a pixel size of 1024 * 1366 pixels.

How the iPad Screen Works



Controls methods and game mechanics

The controls for this game is fairly simple. The play will simply click on the screen which will then make the player 'hop'. The player will then fall after a couple of seconds. The player will simply click the screen every time the player wants to 'hop'.



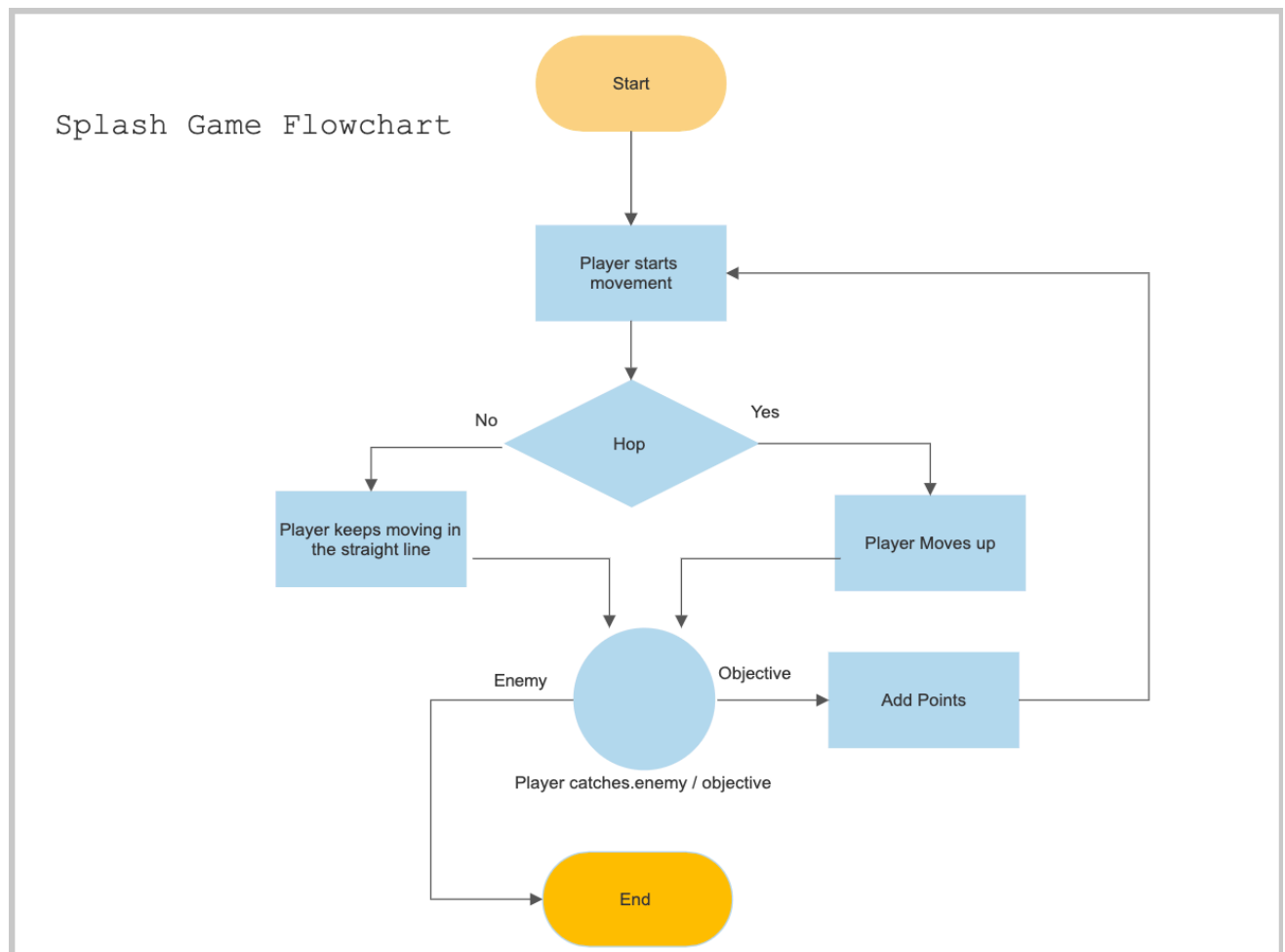
I chose this game mechanics in order for the game to be very simple to play and will be easy to play for people from all ages.

The design of the game mechanic shall make the player reach a higher and higher score. As the game is so easy to play, this is one of the reasons why a game like this is addictive. It gives the impression to the player that if they play one more time, they will reach a higher score than before. This makes the player be competitive with themselves and because the mechanic is so easy, they will be under the impression that they will be able to beat their own score every time they play.

Game screens

There shall not be many game screens for the game 'Splash'. The only screen there shall be is the game itself. Where the player will simply start the game immediately. The movement shall be the background of the game, giving the impression that the player is moving from the left to the right.

Gameplay flowcharts



Game objectives

The objective of the game is for the player to gain as many points as they can.
The more points the player gets, the more stars the player will gain.
The number of stars depends on a fixed value of points.

Art assets (2D) & User Interface outlines

